

IOWA STATE UNIVERSITY

Digital Repository

Volume 1 *Methods*

Article 3

2010

Introduction

Datum

Follow this and additional works at: <https://lib.dr.iastate.edu/datum>



Part of the [Architecture Commons](#)

Recommended Citation

Datum (2010) "Introduction," *Datum: student journal of architecture*: Vol. 1 , Article 3.

Available at: <https://lib.dr.iastate.edu/datum/vol1/iss1/3>

This Article is brought to you for free and open access by the Journals at Iowa State University Digital Repository. It has been accepted for inclusion in *Datum: student journal of architecture* by an authorized editor of Iowa State University Digital Repository. For more information, please contact digirep@iastate.edu.

this issue is the result of
acting on that indeterminacy

INTRODUCTION

"IN EACH PROJECT WE BEGIN WITH INFORMATION AND DISORDER, CONFUSION OF PURPOSE, PROGRAM AMBIGUITY, AN INFINITY OF MATERIALS AND FORMS. ALL OF THESE ELEMENTS, LIKE OBFUSCATING SMOKE, SWIRL IN A NERVOUS ATMOSPHERE. ARCHITECTURE IS A RESULT OF ACTING ON THIS INDETERMINACY."

— STEVEN HOLL¹

The methods by which we create architecture are abstract and vast. Some designers sketch, some build a plethora of study models, some write, some read, etc... but everyone has their own mode of working. We often look at those who have come before us to see how they work. We study Steven Holl's watercolors. We look at Le Corbusier and Frank Gehry's sketches. We try to comprehend Zaha Hadid's complex and imaginative paintings. But because of the rigor of our architecture studios, we seldom have the opportunity to look at our own processes with a criti-

cal eye. In this iteration of ~~CORE~~ *Datum*, we attempt to engage our work by understanding the methods we employ to create it. Along with essays directed towards our peers, faculty and administration, practicing architects, and other institutions, we have chosen specific student projects that exhibit unique ways of working in order to illuminate aspects of our design processes that often go unnoticed. Some methodologies are clear to us, but many also seem unclear, even after the fact. It is not always easy to determine how or why we design the way we do. *This issue is the result of acting on that indeterminacy.*

¹Steven Holl, *Idea and Phenomena*. AxBaden, Switzerland: Lars Muller Publishers, 2002), 75.